

WINFRED VAN HEEREBEEK

ARTIST / ANIMATOR

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PERSONAL

- 7 years of experience on 7 titles in a variety of roles in game art and marketing.
- Wide range of artistic interests, and the skillset and flexibility to show for it.
- Analytically inclined and problem solving with strong technical background.
- Excellent communication skills in English, Dutch, and German.

SKILLS

- Visual Storytelling
- Narrative design
- Animation
- Technical Art
- Modeling & Texturing
- Production
- Pre-visualization
- VFX
- Post Production
- Editing

SOFTWARE

- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Unity 3D
- Unreal Engine 4
- Blueprint
- Eyeon Fusion
- Adobe Audition
- Perforce

EXPERIENCE

Vanguard Games - Senior Artist / 2015 - Present

Halo: Spartan Strike / 2015 / iOS, Win 8 Mobile, Windows 8, Steam

- Character Art, Technical Art, Animation
- In-game visual storytelling & cutscenes
- VFX
- Supervision of character and vehicle pipeline
- Training in tools, pipeline, best practices for target platforms.

Vanguard Games - Artist / 2010 - 2014

Halo: Spartan Assault / 2013 / Xbox One, XBLA, Win 8 Mobile, Windows 8, Steam

- Character Art, Technical Art, Animation
- In-game visual storytelling & cutscenes
- Supervision of character and vehicle pipeline
- Training in tools, pipeline, best practices for target platforms.

Gatling Gears / 2011/ XBLA, PSN, PC, Steam

- Narrative Design & Writing
- In-game visual storytelling & cutscenes
- Animation

W! Games - Junior Artist / 2008 - 2010

Greed Corp / 2010 / XBLA, PSN, iOS, Android, PC, Steam

- Trailer conceptualization & creation
- Marketing Support
- Modeling / Texturing
- Animation

EDUCATION

Netherlands Film & Television Academy / 2005 - 2009

- Bachelor of film, specializing in Interactive Media & Visual Effects.